Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of maintaining two-way asynchronous communication between a client and a web server using a single HTTP transaction, comprising:

communicating an HTTP request from the client to the web server, wherein the HTTP request is configured to initialize a CGI that operates within or in conjunction with the web server; and

executing operations associated with the CGI, wherein the operations are configured to perform the two-way asynchronous communication with the client over a single socket connection until terminated by the client or the CGI.

2. (Original) The method of claim 1, wherein executing operations includes receiving and processing data from the client.

3. (Original) The method of claim 2, wherein the data is compliant with the HTTP protocol or a protocol other than HTTP.

4. (Original) The method of claim 1, wherein executing operations includes creating and communicating data from the CGI to the client.

5. (Original) The method of claim 4, wherein the data is compliant with the HTTP protocol or a protocol other than HTTP.

6. (Original) The method of claim 1, wherein the client includes client-side logic configured to perform the two-way asynchronous communication with the CGI.

7. (Original) The method of claim 6, wherein the client-side logic is pre-installed on the client.

8. (Original) The method of claim 6, wherein the client-side logic is dynamically delivered to the client from the web server.

9. (Currently Amended) A system for maintaining two-way asynchronous communication between a client and a web server using a single HTTP transaction, comprising:

  means for communicating an HTTP request from the client to the web server, wherein the HTTP request is configured to initialize a CGI that operates within or in conjunction with the web server; and

  means for executing operations associated with the CGI, wherein the operations are configured to perform the two-way asynchronous communication with the client over a single socket connection until terminated by the client or the CGI.

10. (Previously Presented) The system of claim 9, wherein executing operations includes means for receiving and processing data from the client.

11. (Previously Presented) The system of claim 10, wherein the data is compliant with the HTTP protocol or a protocol other than HTTP.

12. (Previously Presented) The system of claim 9, wherein the executing means includes means for creating and communicating data from the CGI to the client.

13. (Previously Presented) The system of claim 12, wherein the data is compliant with the HTTP protocol or a protocol other than HTTP.

14. (Previously Presented) The system of claim 9, wherein the communicating means includes client-side logic configured to perform the two-way asynchronous communication with the CGI.

15. (Previously Presented) The system of claim 14, wherein the client-side logic is pre-installed on the client.

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16. (Previously Presented) The system of claim 14, wherein the client-side logic is dynamically delivered to the client from the web server.

17. (Previously Presented) The system of claim 16, wherein the client-side logic is delivered in the form of a Java™ applet.

18. (Currently Amended) The system of claim 16, wherein the client-side logic is delivered in the form of a Macromedia Shockwave movie.

19. (Previously Presented) The system of claim 9, wherein the CGI is a servlet.

20. (Currently Amended) A method of maintaining two-way asynchronous communication between a client and a web server using a single HTTP transaction, comprising:

a) communicating an HTTP request from the client to the web server, wherein the HTTP request is configured to initialize a CGI that operates within or in conjunction with the web server;

b) executing operations associated with the CGI, wherein the operations are configured to perform the two-way asynchronous communication with the client over a single socket connection; and

c) repeating at least one of the operations in step b) until termination of the CGI by the client or the CGI.

21. (Currently Amended) A system for maintaining two-way asynchronous communication between a client and a web server using a single HTTP transaction, comprising:

means for communicating an HTTP request from the client to the web server, wherein the HTTP request is configured to initialize a CGI that operates within or in conjunction with the web server; and

means for executing operations associated with the CGI, wherein the operations are configured to perform the two-way asynchronous communication with the client over a single

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socket connection, the means for executing being adapted to repeat at least one of the operations until termination of the CGI by the client or the CGI.